

Spelling Ace®

With Thesaurus

User's Guide

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Key Guide

Function Keys

BACK	Erases a letter or goes back a step.
CLEAR	Clears to the <i>Ready for word</i> screen.
CONF	Shows Confusables® (words that are similar or sound alike).
ENTER	Enters a word or scrolls. Shows the next thesaurus entry. In a game, starts a new round.
GAMES	Shows the menu for word games.
HELP	Shows help messages.
LIST	Shows your Personal Word List.
NEXT	At a thesaurus entry, shows the next entry, if any. In a game, starts a new round.
ON/OFF	Turns the Spelling Ace on or off.
?	Types a question mark to stand for a letter in a word.
*	Types an asterisk to stand for a series of unknown letters; in a game reveals a hint.

Direction Keys

← →	Scroll left or right.
↑ ↓	Scroll up or down. At the <i>Ready for word</i> screen, adjust the screen contrast.
	Type an apostrophe or a period.

Getting Started

► To Install the Batteries



1. Turn the Spelling Ace over.
2. Slide off the battery cover in the direction of the arrow.
3. Place four AAA batteries inside the case as shown in the diagram.

► To View a Demonstration

Unless disabled, a demonstration automatically appears when you turn on this unit.

1. Press **ON/OFF**.
2. To stop the demonstration, press **CLEAR**.
3. To disable the demonstration, type ****d**, and then press **ENTER**.
4. To enable the demonstration, press **CLEAR**, type ****d**, and then press **ENTER**.

► To Adjust the Screen Contrast

1. Press **CLEAR**.
2. Use  or  to lighten or darken the screen.

Checking Spellings

1. Type a word or misspelling.

serkut_

2. Press ENTER.

circuit

T

The flashing *T* to the right indicates that the word has at least one thesaurus entry.

3. Press ⬇ to view more corrections.
4. Press ⬆ to scroll up.
5. Press CLEAR when finished.

✓ Follow the Arrows

The flashing arrows at the right of the screen show which arrow keys you can press to scroll.

✓ Typing Punctuation Marks

At the *Ready for word* screen, you can type an apostrophe by pressing ⬆ or a period by pressing ⬇. However, to type an apostrophe or period, you must first type another letter.

Using the Thesaurus

When you enter a correctly spelled word, the thesaurus entry for that word appears. Thesaurus entries contain brief definitions, and synonym lists.

Some thesaurus entries also include Classmates (words related by subject), idioms, and antonyms. And some words have more than one thesaurus entry.

1. Type a word (for example, *happy*).

To erase letters, use BACK.

2. Press ENTER.



This is the first thesaurus entry for happy.

3. Press ENTER again to automatically scroll through its definition.

To stop scrolling, press BACK. You can also press ⬅ or ➡ to scroll manually.

4. Press ⬇ repeatedly to view its synonyms or Classmates.

Using the Thesaurus

11 SYNONYMS ‡

blithe ‡

5. Continue pressing ↓ to view its idioms and antonyms, if any.

down ‡

6. Press NEXT to go to the next thesaurus entry for your entry word.

Entry 2 of 3

7. Use ↓ to view its synonyms, etc.
8. Press CLEAR when done.

✓ Help is Always at Hand

You can view help information at most screens by pressing HELP. To exit help, press BACK.

Viewing Confusables®

Confusables are words that have similar spelling or sound alike. If a question mark flashes to the right of a word, that word has Confusables. Try this example.

1. Type *reign*.

2. Press ENTER.

Notice the flashing question mark at the right of the screen.

3. Press CONF.

reign? rule ↓

4. Press ↓ to view more Confusables.

rain? precipita?

rein? harness ↑

5. Press CLEAR when done.

Finding Letters in Words

You can type a question mark in place of an unknown letter in a word. You can also type an asterisk in place of a series of unknown letters. More than one question mark and asterisk can be used in a word.

1. Type a word with question marks and asterisks in place of letters.

g*dne??

2. Press ENTER to view matches.

giftedness

3. Press ↵ to view more matches, if any.
4. Press CLEAR when done.


✓ Solving Crossword Puzzles

You can use question marks and asterisks in place of words to help solve crossword puzzles and similar word games. For example, if the second letter of a five-letter word is *r* and its last letter is *d*, enter *?r??d*.

Using the Personal Word List

The Personal Word List can contain up to 99 words of your choice for study or review.

► To Add a Word to the List

1. Press **CLEAR**.
2. Type the word you want to add.
3. Press **LIST**.
4. Press  until you see *Add To List*.

Add To List 

5. Press **ENTER** to add the word.

If you typed a word that is not in the Spelling Ace, you will see *Add Anyway* Y/N. Press Y to add the word or N to cancel.

6. To view the list, press **ENTER**.
7. Press **CLEAR** when done.

► To Delete a Word From the List

1. Press LIST.
2. Press ↓ until you see *Delete From List*.
3. Press ENTER.
4. Press ↓ to choose the word you want to delete, if needed.
5. Press ENTER to delete the word.

► To Erase the Entire List

1. Press LIST.
2. Press ↓ until you see *Erase List*.
3. Press ENTER.

You sure (Y/N)?

4. Press Y to erase the list, or press N to cancel.

Playing the Games

► To Choose a Skill Level

1. Press **GAMES**.
2. Press **↑** until you see *Skill Level* and then press **ENTER**.
3. Use **↑** and **↓** to select a skill level, and then press **ENTER**.

► To Choose the Game Words

1. If needed, press **GAMES**.
2. Use **↑** and **↓** until you see *Game Words* and then press **ENTER**.
3. Select one of the following:
 - *All words* to use random spelling and thesaurus words.
 - *Personal* to use words from the Personal Word List.
 - *Enter your own* to use words that you enter before each round.
4. Press **ENTER**.

► To Select a Game

1. Press **GAMES**.
2. Use **↑** and **↓** to select a game and then press **ENTER**.

✓ **Keys to the Games**

You can use these keys in most games:

To...

Press...

Get a hint



End a round and
reveal the answers



Begin a new round



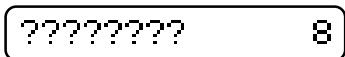
If you ask for a hint, you will lose that round. Also, when a flashing T appears at the right of a word after a round, you can see its thesaurus entries by pressing ENTER. To return to the game, press BACK.

✓ **Resuming Where You Left Off**

If you forget to turn off the Spelling Ace, it will turn off automatically in about two minutes. When you turn it on again, the screen that you last viewed will appear.

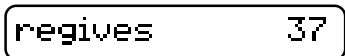
Playing the Games

Hangman



Hangman challenges you to guess mystery words one letter at a time. Each letter is hidden by a question mark. The number of wrong guesses appears at the right of the screen. Press ENTER or (*) to reveal a letter.

Anagrams



Anagrams asks you to form a word from the letters of another word. Each anagram must be the minimum size (number of letters) that flashes before each round. Each letter can be used only as many times as it already appears. Any remaining anagrams are displayed. Type an anagram and press ENTER. Use the arrow keys to view the anagrams you have entered. Press (*) to jumble the letters.

Word Jumble

beards	3
--------	---

bdrsaе	4
--------	---

Word Jumble tests your skill at unscrambling letters. Unlike Anagrams, each letter needs to be used. The number to the right of the letters shows how many words can be made with the letters in order to win. Type your answer and press ENTER. To re-jumble the letters, press .

Spelling Bee

Spelling Bee flashes words on screen for you to try to spell. Just type the word that appeared, trying to spell it correctly, and press ENTER. If you do not spell it correctly, you lose the round.

Word Builder (Scrabble® game referee)

Word Builder can help you solve Scrabble® and similar word games. Just type a series of letters (or a word) and then press ENTER. The number to the right shows how many (other)

Playing the Games

words can be made from your letters (or word).

To play *Word Builder*, enter as many of the words as you can. To help solve Scrabble®, press (?) and then use ⬇ and ⬆ to view the words built from the letters.

Word Blaster

In *Word Blaster*, you try to guess a mystery word. A series of question marks appear and then letters begin to fill in.

?o???t???es

You are prompted to guess the word, then press ENTER before the word is fully spelled, now type in a guess. If the guess is correct you win or a wrong answer prompts try again.

Deduction

12 ???? abcdef?

Playing the Games

Deduction displays a mystery pattern represented by the four question marks. To make a guess, type the letters (a-f) in a pattern then press ENTER. A letter can be used more than once.

After entering your guess, a scorecard appears showing the number of correct letters perfectly located (P) or misplaced (M).

1 aaaa P=2, M=1

Press ↵ to return to the mystery pattern or type another guess. Press ⬆ and ⬇ to scroll through your previous guesses. Guess the pattern and you win!

Flashcards

Flashcards is a vocabulary building game. It flashes words on the screen for you to memorize or use to test friends or family members. Press NEXT to view a new word.

Product Specifications

Dimensions

8.6x13.5x2.5 cm; Wt. 4 ozs.; Screen size 1-line 16 characters; Batteries 4xAAA.

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty. If you purchased this product outside the United States, contact the place of purchase to obtain warranty or repair information.

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<p>This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be re-established by pressing the ON/OFF key or by removing or replacing the batteries.</p>

FCC Notice

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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Rev. A

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